
Title: THE LOST ORBS

Author: Isstherios

I have compiled this work so that, when we have the manpower to seek out the four lost orbs, all of the information we have will be available to the seeker.

The first orb, golden in hue, was stored within the keep in a secret location until stolen by a soldier of Chaos. He imbibed a potion of invisibility and followed behind the commander, who had gone to retrieve the orb. When he found the room, he attacked the unwary commander and stole the orb. However, his invisibility wore off as he was making good his escape and he was seen by a troop of guards. The guards chased the thief until he was cornered southeast of the keep; his only escape from the guards would have been to plunge into the Fiend's Domain. This he did, and was never seen again. We presume it has come into the Fiend's possession and expect he will try to use it to his advantage.

The purple orb, reputedly housed in the Commander's bedchambers, was also purloined by a Chaosite, though this one was no soldier. Those few who saw it will never forget it; they know not whether the thing was

man, beast, or both. The thing was bipedal and vaguely humanoid, but it had the fur, large ears, feline face, and claws of a cat. It was being held prisoner in the keep, but an undisciplined soldier on duty relaxed on his watch and the cat-man escaped. I know not how it found its way into the Commander's bedchambers; I assume that its escape was not well-planned and he happened upon it by chance. However it did find the orb, the cat-man stole it and ran into the Maze. No one has seen the creature or the orb since.

The red orb was not stolen, but is out of our hands all the same. Prior to the closure of the addition to the outpost, to the southwest of the keep, SubCommander Gareth was charged with the task of transporting the orb to this area; we can assume he accomplished his mission, but Gareth never did return. Shortly thereafter the area was surrendered to the creatures that currently reign there. It is my presumption that the orb still rests within this catacomb.

The blue orb is certainly the strangest tale, but its possessor is a known entity; it rests in the decayed hands of the lich Aram-Dol. How that malevolent entity came to possess the blue orb is where the strange tale doth lie. Approximately the same time the red orb was carried to presumed safety, the blue orb was to be carried to

a location only
SubCommander Gareth
knew. The six automatons
sent on this mission were
ambushed not far from
the outpost; lookouts
witnessed the battle but
could not send aid in
time. The attackers were
assumed to be spies of
Chaos, but their identities
will forever be unknown.
They outnumbered the
automatons by fully a
score; the battle was
quick. They fled away
with great haste.

Later a merchant
traveling to the keep
from Shasavrah reported
that he had seen the
thieves in a small town
west of the keep, but
the orb was stolen from
them, along with much of
their supplies, in the
night. The orb appeared
again in the hands of
authorities in Thiriastith,
who seized it from a
suspected stolen goods
fence. Not knowing its
import, the authorities
auctioned it as a bauble
to a wizard who knew
what the orb was. This
wizard, who was known
only as the Asp, aspired
to steal the silver seed.
He came to Serpent's
Fang as an adventure
seeker and was told that
the other orbs were
stolen or lost. He
discerned their
whereabouts from this
information, but that
which he was told was
apparently not true, for
he set out immediately
for Aram-Dol's lair.

Foolishly, he brought the
one orb he possessed
with him into those foul
tunnels of Aram-Dol's
lair. The dead that walk

those caverns and tunnels
soon forced the Asp to
join them in their
ever-living death. This new
soldier of Aram-Dol
brought the orb to the
lich, thus bringing a
momentary end to its
lengthy sojourn.